

# DOCTOR WHO POSTER MAGAZINE

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# PYRAMIDS OF MARS

"Sutekh himself will arise  
once more. And with fury and  
violence consume the Earth and  
the sky.  
Beware Sutekh, for he is the  
Destroyer, lord of dust and  
darkness."

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**The Doctor** En route to UNIT HQ, the time traveller is undergoing something of a mid-life crisis: "It's high time I found something better to do than run around after the Brigadier! He's misanthropic and muddled but, despite having 'announced the society of Time Lords' to become 'simply a traveller', he soon leaps to the defence of 'the boys of the University'. "Somebody interfering with time, and time is my business! And, in sparring up against a universal threat, we see his alien nature come to the fore. [His] impatience with humans -- 'You don't understand the implications' -- and downright callous in his treatment of the wretched Laurence -- and even going to help, or any you going to stand there and witness the scenery?" -- and later rebuffs a bad joke with a downright angry "Don't provoke me." All this, and his alien need reappearing ...

*"The rest of human being. I walk in apenny."*

Scarmen. He'll even step at his cooperative -- "You going to help, or any you going to stand there and witness the scenery?" -- and later rebuffs a bad joke with a downright angry "Don't provoke me." All this, and his alien need reappearing ...



**Sarah Jane Smith** Aware of the legends of Set and Horus, the hieroglyphic in the flesh of Teshmos II, and even the lost science of "atlophylot", intrepid Egyptologist Sarah usually fails to comprehend the barely Earth-shattering consequences of the events unfolding about her, and ends up just getting in the TARDIS and home. And although she finds the Doctor's single-mindedness hard to take -- "A man has been murdered! Sometimes you don't seem ..." -- with her very existence threatened she proves herself right on the mark.

*"Whatever it was, I know it was totally malevolent!"*



**Marcus Scarmen** Professor of archaeology and fellow of All Souls, explorer Marcus Scarmen would have done well to heed the warnings of those "superstitious scoundrels" who help him murder into the tomb of Sutekh. Released as a zombie -- Sutekh's "name and leg" -- some trace of his human person nevertheless remains to recognise both his oldest friend and his brother -- that trace found in the moment his body gives up the ghost and crumbles to dust. And when secrets might reside in the luggage abandoned in a Cairo hotel-room, of this, the first seen on Mars?

*"Die. I bring Sutekh's gift of death to all humanity."*



**Laurence Scarmen** Trapped in the shadow of his successful older sibling, it is any wonder that Laurence Scarmen remains regarded at the level of a little boy? Whom his childish gleam upon counting the TARDIS, his pride when showing off his latest toy, the Microscope, and his childish reaction when the Doctor casually declares him fiction. Caught in a window, upon a road past of water-walks and juvenile stripes in priest-holes, he's utterly unable to accept Marlon's living death, and duly dies by the hand of his own late brother.

*"You think I'll let you down again, don't you?"*

**Dr Warlock** Tensest and pragmatic, Dr Warlock's concern for Marcus, his eldest friend, leads him to make inquiries in Cairo and to force his way into the Old Pyramid -- involving only a bullet for his trouble. A no-nonsense sort of fellow, Warlock spurs Marcus's headbale -- for such an infamously impudent foreigner is no gentleman -- and attempts to impose reason upon the otherwise inexplicable, countering the nervous Marcus with a blithely "Look here, old chap, if this is some kind of suicide joke ..."



**Namin** According to the Scarmen settler Collie, Ibrahim Namin, servant of the true lord, has "the temper of the Devil himself" -- rather apt, when one considers the subject of Namin's devotion. A renegade, we presume, of a strict cult of Set-worshippers -- "I ... and all my forebears, have served you faithfully through all the thousands of years that you have slept. We have guarded the secrets of your tomb!" -- this organ-playing fanatic is made terribly redundant at the behest of Mr God.

*"O noble God, your servant hears you."*

**Sutekh** He runs "abandoned" in every civilized world, whether that come be Set, Seten, Sethe, Set, Set-powered god Sutekh -- the ultimate misanthrope, the ultimate egomaniac -- has 7,000 innocent, petrified years to plot his escape. It is no surprise then, that he has thought "of everything" and that his several faculties are so highly-developed. The last of the Oldmen, the Typhloian Elder, possesses awareness but unopposed powers of destruction -- and would pause only in his working a world to pull the wings off a fly. "Your evil is my good. I am Sutekh the Destroyer. Where I stand I leave nothing but dust and darkness. I find this good."

*"If humans, animals, birds, fish, reptiles -- all life is my enemy."*



EXTINCT ORIGINATING IN THE EAST



Fig 2 The gods Anubis (left) and Horus (right) banding the Lily of Upper Egypt and the papyrus of Lower Egypt

And it is true to say that there are many ancient gods still active even in modern Egypt, their members keeping centuries-old pledges to their gods, with duties transferred from father to son. The remaining worshippers of Osiris, for example, still wait of the prophesied return of Sutkh, a legend passed by word of mouth from generation to generation. Indeed, the modern version of the myth is almost identical to an earliest recorded form, on a Fifth Dynasty papyrus (c. 3000 BC) found at the ancient site of Nekh, on the banks of the Nile, north of Luxor. A translation is given here, courtesy of the British Museum.

## The Legend of Sutekh

\*Times past, on the great mountains, lived the gods of the Earth and the sky. Inuzaki was the god of thunder and violence, the power of the vernal of Ra, the sun. He was disorder incarnate, and destroyed crops with fire and hail. All disasters were caused by him. He was the enemy god and the god of enemies. He was lord of abomination, and the pig, the hippopotamus, the crocodile and the deer were assembled to him.

New Saiekh was of Oama, against whom he fought many battles, and whom he later slew. "Behold," he proclaimed, "I am Saiekh, the creator of confusion, who creates both the tempter and the storm throughout the length and breadth of the heavens."

But Daulta knew another man, Harna, brother to Sutekh, who claimed by right to be the throne of Osiris for his own. Sutekh threatened to slay one god a day with his mighty scepter if Harna did not relinquish his claim. And so many more battles were fought, until one fateful day when Harna and seven-hundred-and-fifty of his fellow gods tracked Sutekh to the ends of the Earth.

There, on the twenty-seventh day of the month of Abdir, Sarrack sent out the eye of Heceta but was captured and tried by his peers. He was condemned to support Oritia upon his shoulders for all eternity, and the heads of his followers were offered to the gods. Thereafter, Sarrack became known as The Red God, and was said to live on, undying, immortal, held by the judgement of Heceta.

Yet Sennukh was still vexatious, and his followers were known by their marks. For such a man is one dissolute of heart on the day of judgement. The redness of the white of his eyes is Sennukh. And many say that his servants will one day arise and cleanse the temple of all unbeliefers. And when this is done, then Sennukh himself will arise once more. And with fury and violence, consume the Earth and the like.

Beware Satakh, for he is the Destroyer, lord of death and darkness."

# The Return of

Some 7,000 years ago, Phattor Odiris, home to the Odirans — a super-intelligent, technologically advanced race of beings who had "dome-shaped heads and cerebrous like spiral staircases" — was destroyed by its native, Sutakh, who went on to leave "a trail of havoc across half the galaxy". He was hunted down by his brother Horus, God of Light, and 740 of his fellow Odirans, whose names have since been recorded on the walls of the tomb of Pharaoh Tutankhamun III. Having captured Sutakh on Earth, Horus, whose own moral code forbade him from executing Sutakh, imprisoned him beneath a blind pyramid at Saqqara, Egypt, at around the time of the First Pharaonic Dynasty. Sutakh was held there by a force-field controlled from a power source contained inside a pyramid on Mars — the Eye of Horus. Centuries passed, the remaining Odirans died, and the secrets of the Gods entered into mythology — the whole of Egyptian culture, particularly, being founded on the Osirian pattern. A small band of cultists kept his memory alive for centuries, and knew the location of his tomb.

Today, we know little about this powerful race, Sutakh — says the Odirans — demonstrates remarkable powers of mental projection, force, and psionic control, to the extent of being able to contain from afar the explosion of a lump of gelignite. He has the ability to mentally possess one or more beings, placing his mind in theirs, even after the death of that individual. He has the power of telekinesis, and can, if he chooses, keep a mortal being "alive for centuries, untraced by the most excruciating pain." His tomb contains a data retrieval unit, a scanner and the entrance to a two-way time-space tunnel — which emits a wave of energy powerful enough to cause the failure of a TARDIS's relative continuum stabiliser. The entrance to the tunnel is



The final pages from the journal of Marcus Scurman, April 1911

THE STORY OF  
EXTINCT  
CIVILIZATIONS  
OF THE EAST

at Saqqara the ground was strewn with bleached scraps of broken pottery, shards of china. We felt the need of sifting the hot sand beneath our fingers — a waste of time, for, as we were later informed, the ground had been so thoroughly by Arabs that it no longer contains anything worth looking for. And I realised that every rock of the plateau upon which we were standing — all those hills and hollows and sand-pits — were isolated graves.

The Saqqara pyramids are all smaller than those of Giza, but no less astounding. Zoser's great step-pyramid — "the beginning of architecture", as it has been called — is so immense that one altogether loses sight of its relative magnitude. It is now about six thousand eight hundred years old, according to the computations of Mariette and Naville, or a few thousand eight hundred according to the



# f the Red God

hooky-trapped with a parallax coil. Entering the tomb triggers an alarm signal transmitted by radio waves in an automatic, regular pattern from Mark: "BEWARE SUTENH". The message can be translated through the letter 'E', the most common in the English language.

Osiran technology extends to service robots - servicers, servitors, and "Guardians of Horus" - which are orally controlled via a ring containing a slave relay. They draw their energy from a positronic particle accelerator, and their bindings are chemically impregnated to protect the robots against damage or corrosion. The Osirans can place a deflection field - an impenetrable, invisible barrier - around a geographical location.

The field is controlled by four generator loops placed at the compass points. Deactivating a loop without the correct key is incredibly dangerous. An Osiran war missile travels by transposing with its projection, a process described as

"pyramid power" and includes a co-ordinate selector, a projection dense monitor, a resonating tuner, an anti-gravity drive, a warhead trigger charge and a detonation head. The Martian pyramid's doors are operated by tribiophysics - the making of a rustic pasture before them - and beyond are a number of logic puzzles and traps, including a lethal decades crucible, which only releases its occupant upon the successful completion of the infernal "Riddle of the Osirans". The Eye of Horus lies in the control centre, an antechamber beneath the main pyramid.



uncharted blind pyramid lay there for the taking. I was astounded - while those fools at Luxor were scrambling in the sand for relics from the potently exhausted Valley of the Kings, here at Saffara an unmapped pyramid stood neglected! - and I quickly assembled a team of cheap hands.

The next day, I searched some of the tombs nearby. Remarkably, few were dedicated to the First Dynasty kings, rather to the ancient gods. I came across many references to Horus, Osiris and - most perplexingly - Sutekh. For Sutekh, surely, was the name ascribed to Set, or Seth, or Aset, by the Hyksos people, who invaded circa 1670 BC - some fifteen hundred years after these tombs were built - and who identified Set with their own god of war, Baal. And Saffara was far from any previously-known centre of Set worship - the Eastern Delta, at the time, was a





imagined nearly upon the brink of such a gulf of time  
Northwest of Luxor has the pyramid of Teti. Although  
most of the kings who followed Teti were buried to the  
south, several of their countries were situated in a street of  
tombs beside Luxor, linked by an avenue of now-destroyed  
Sphinxes to the grand Serapeum. Listening in upon a  
conversation at the nearby Inspectorate of Antiquities, I heard  
of a cluster of First Dynasty tombs further northwest, below the  
cairn of Abu Sir. Apparently, excavations there had ceased many  
years before - around the time of Mariette, in fact - and



hesitate to stir things up with  
his friends at the Bureau des  
Antiquités - and campaign for my  
explorations! - were I not to leave  
these sites be.

I was soon put out for, the  
previous day, I had observed a step  
cut into the rock in the area of  
these earlier excavations, just southwest  
of that same, unopened, blind  
pyramid. This seemed too good to  
be true, but a short amount of  
clearing had revealed that we were

actually in the entrance of a steep cut in the rock,  
some thirteen feet below the depth of the First Dynasty  
tombs nearby. The manner of cutting was that of the  
broken stairway entrance so common in the Valley of the  
Kings, and I almost dared to hope that I had chanced  
upon the entrance to a mastaba, a burial-chamber  
hidden beneath the unexcavated pyramid stuff. Such a  
prospect - combined with the suggestions nearby - had led  
me to speculate that I might have discovered a hitherto  
unmapped branch of the cult of Sutekh, and that this  
unmapped pyramid might conceal the tomb of their High  
Priest. . . . I kept my suspicions quiet, for mention of  
Sutekh - the Setan of Ancient Egypt - plainly still had

the power to do

I noticed  
little, but  
I read of his  
god, of how  
that down to  
was thought to  
human being  
of a goblin  
the Beast  
which he had  
"As to my  
sides in his  
I gather

beaded back  
Namen that  
complete. In  
unexcavated  
little piece  
below, to  
of that  
blind pyramids  
might be

of his Histories, observed the rites of the Azo-cult and its priests who often re-enact the battle between Seti and his opponents. A mystery! I consulted a fellow at the Inspectorate, Namin, who grew most agitated at my enquiries, and attempted to dissuade me from my studies. And shortly thereafter, I returned to the site to discover the First Dynasty Tombs closed and guarded - though Namin's intervention, I suspect. I confronted Namin, who alleged that my work was causing no small unrest amongst the villagers of Abu Sir, and hinted that he would not

1866

to some dispute among the local folk  
back to my books I read on, read of Sutcliffe  
stepping valiantly from the side of Neit, his mother  
his legendary reputation as the indomitable  
war the Greeks had expected him with Typhon,  
now born to slay Zeus. I read of how Sutcliffe  
bit to be able to take on the form of a  
being, but with the tipped head and mangled  
skull. I read of Horus, and his battles with  
it. And I read Kankirkhopesh's papyrus, in  
he describes "The Marks of the Followers of Seth".  
any man who opposes him he pushes. Horus  
him and he is placed in the Netherworld.  
getback of my things, and  
back to Cairo having secured  
that my work was  
it. But I vowed to return  
announced and, quietly, with  
fuss and some escort hired  
to complete the excavation  
at sunken stairway beneath that  
pyramid, and find whatever wonderful thing  
it be beyond it.



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